ステラディガ! (Stella Digger!)

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Players: 2-4
Playing time: 50-70 minutes

Embark on this asteroid mining adventure, a groundbreaking fusion of trick-taking and map exploration. Your goal: play drill cards matching the target tile's color, snatch tiles and crystals, and strategize with six dynamic actions during your turn.

Enhance your mining prowess with gadgets, offering wild hand colors, double card plays, expanded hand size, and more. Brace yourself for incidents triggered by deck depletion and unexpected monster appearances on the map. Success could mean a windfall, but survival is the key.

GAME OVERVIEW:
1) All players randomly draw 4 Drill Cards, which is the hand limit.
2) Next, randomly flip one of the white-backed Mining Tiles and place it where all players can easily see it. This Mining Tile is the target for this round.
3) Starting with the player reading the instructions, each player in turn places a Drill Card from their hand onto the field.
4) The player who plays the highest-numbered card of the same color as the Mining Tile wins. If no cards of the same color are played, the player with the highest-numbered card wins.

SETUP: Board Setup as follow:

1) Arrange the Asteroid Map, Performance Management Board (Victory Point Chips), and Gadget Cards as shown in the diagram.
2) Sort the Mining Tiles by their surrounding color (see Contents section) face down. Starting from the top right of the map, place the tiles in order towards the bottom left, matching the color of the squares.

3) Make a deck of Accident Cards face down and place it on the "Danger Forecast" area of the Performance Management Board. Then, flip one card and place it on the "Safety Forecast".
4) Shuffle the Drill Cards well face down and create evenly distributed decks in three central locations on the map. It's fine to know which deck contains how many colors while making the decks.
5) Each player randomly takes Large Drill Tokens equal to the number of players, with the cost side facing up. (2 players: 5 tokens / 3 players: 4 tokens / 4 players: 3 tokens)
6) Finally, each player receives one Summary card.

Determine who will be the first player, they receive the Foreman Marker.

1) The player who receives the Foreman Marker becomes the starting player. In this game, the player closest to the starting player always has priority. If the same condition occurs, apply this rule.
2) The starting player flips the tiles above and to the right of the "START" at the bottom left of the map, and places the Current Location Marker on one of them. This tile will be everyone's first job.
3) Afterwards, beginning with the starting player, each player draws one card from any of the three decks in the center of the map. The next player to the left does the same. Repeat this until everyone has the maximum of 4 cards in their hand.

GAME FLOW:
1. **Determination of Target Mining Tile (skip this for the first round as the mining tile is determined during setup)**
2. **Action Selection**
3. **Accident Occurrence**
4. **Mining Completion (Mining Tile & Crystal Acquisition, Performance Check)**
5. **Visibility Check**
6. **Advance to the Next Round**

1. DETERMINATION OF TARGET MINING TILE: The start player moves the Current Location Marker to a mining tile within 2 squares from their current location, making that tile the "Target Mining Tile" for this round.

- You cannot move over mining tiles.

● If there is no mining tile within 2 squares, you can freely choose any tile connected to the START by a passage.

2. ACTION SELECTION: Starting with the start player, each player can perform one of the following actions in turn:

● **Mining**: Play one Drill Card from your hand onto the field. Players who have played a Drill Card are considered to be participating in this round of mining. After everyone has taken their actions, players who played a Drill Card participate in the mining completion process.

● **Hand Refill**: Discard any number of Drill Cards from your hand, then draw from the deck until you reach your hand limit. You can draw any number of cards from any deck, as long as you stay within your hand limit.

If all three decks are depleted, you can continue drawing after rebuilding the deck from the discard pile. (See later: Deck Reconstruction)

If any of the decks (except the last one) run out, move one Accident Card from the "Danger Forecast" on the Performance Management Board to the "Alarm" face down. (See later: Accident Occurrence)

● **Gadget Purchase**: You can purchase one gadget card from the common area by paying the required crystal tokens. The purchased gadget is kept with you. There are 4 types of gadgets: "Super Drill," "Enhanced Power," "Refining Capsule," and "Support Drone." You can purchase multiple gadgets of the same type:

  ○ **Super Drill:** During mining, you can play a drill card of the gadget's color as any color you choose. Afterward, that card is treated as the changed color (including the effect of a '1' card or during an accident).
  ○ **Enhanced Power:** During mining, you can additionally play a drill card of the gadget's color. The value of this card is added to the total, and its color is treated as the same as the first card played.
  ○ **Refining Capsule:** At the end of the mining process, you gain an additional crystal token of the gadget's color.

  ○ **Support Drone:** Increases the limit of your hand and crystal tokens by 1. The effect of this gadget can stack.

Important: Except for the Support Drone, even if you possess multiple gadgets of the same type, only one can be used during your turn.

[⇆] Gadgets of the same type with this icon can only be used once per round.
[+] The effect of this gadget can stack.
You can pay with crystal tokens of any color.

● **Large Drill Setup**: You can place one Large Drill Token on an empty square (except for the Current Location Marker) by paying the necessary crystal tokens. You immediately earn victory points equal to the number on the adjacent square that the tip of the Large Drill is pointing towards.

The conditions for placing a square towards which the Large Drill is directed are as follows: Squares not already pointed at by the tip of another Large Drill and squares without another Large Drill or Mining Tile

Placed Large Drills are considered as passages.

● **Crystal Exchange:** Drill and Tile are present. Exchange two crystal tokens of the same color from your possession for one crystal token of any color from the common area.

● **Pass:** End your turn without taking any action.

3. ACCIDENT OCCURRENCE: After everyone has completed their actions, if there are cards in the "Alarm" section of the Performance Management Board, reveal them all. Players who meet the conditions of those cards must discard one drill card of the corresponding color from the field, or if none are present, from their hand.

If the deck of drill cards is reconstructed, after the accident occurs in that round, gather all accident cards (4 cards), shuffle them, and place them back in the "Danger Forecast." Then, flip one card and place it in the "Safety Forecast."

● Deck Reconstruction: If all decks are drawn during "Hand Refill", immediately shuffle the discard pile. Then, place the cards face down on

the map from the top, evenly reconstructing the decks. If the hand refill is not yet complete, continue drawing Drill Cards up to your hand limit. Don't forget to reconstruct the Accident Card deck! (See details earlier on this rules)

4. MINING COMPLETION:

1) Mining Tile & Crystal Acquisition: Players who have played a Drill Card compare their cards and win according to the following priority:

1) Played a card of the same color as the target mining tile
2) Played the highest number
3) Closest to the start player

If no cards of the same color as the target mining tile are played, the player who played the highest number wins, followed by the player closest to the start player.

The effect of the '1' card applies to all '4' cards of the same color.

Winning Player: Place the mining tile in the section of the Performance Management Board that matches the color of your summary card. Gain crystal tokens of the color and number depicted on that mining tile from the common area. Then, acquire the Foreman Marker and become the next start player.

Non-Winning Players: Gain one crystal token of the same color as your played Drill Card from the common area.

If you exceed the holding limit of crystal tokens, first take the tokens you gained this round, then return the excess to the common area so that you're within the limit.

If there are not enough crystal tokens in the common area, take them from the player who has the most of that color. If multiple players meet this condition, take from the player closest to the start player in order.

Place used cards face up in front of you as discard.

Blockade: If no Drill Cards are played on the field, take a 300 million point chip from the Performance Management Board, flip it over, and place it on the target mining tile. This is called a "Blockade," and it means that the tile can no longer be targeted for mining or passed through.

▲ Return the Current Location Marker to the empty square it entered.
▲ If the connected tile is blockaded, place it on that tile only.

Performance Check: If any player has 2 or more mining tiles on the Performance Management Board, conduct a performance check and obtain the following victory points from the board:

Players with 2 or more tiles: 300 million points
Players with 1 tile: 100 million points

Always exchange three 100 million point chips immediately for 300 million points when you collect them. Afterwards, remove the mining tiles placed on the board from the game.

5. VISIBILITY CHECK: At the end of each round, check the visibility. Flip all face-down tiles connected to START face-up. If special tiles are revealed, follow the next set of rules.

● **Gold Mining Tiles (4 pieces):** Gold Mining Tiles are the same as regular mining tiles but have no color. Therefore, the winner is determined only by the number on the card. The winning player places the mining tile on the Performance Management Board as usual and can gain a number of crystal tokens of any color as depicted on the tile.
● **Connected Mining Tiles (4 pieces):** When this tile is flipped, also flip the tile in the direction of the red arrow. If it's an empty space or wall, rotate the tile clockwise (yellow arrow). If these tiles are the target, both become the target color (all colors for gold). The winner gains all the tiles.

  If the connected tile is a special tile, process its rules as usual. (If more connected tiles are revealed, they are connected too)
● **Monster Tiles (3 pieces):** Monsters have appeared! To fight them, everyone immediately plays a number of Drill Cards (the same rule as regular mining actions. All colors are valid. Gadget effects can be used. You may choose not to play a card deliberately).

  Players who fail to play a card with a number higher than the monster's combat power (top left) suffer damage and must discard crystal

tokens equal to the number in the top right. The player who plays a card with a number exceeding the combat power and is the highest wins the monster tile for victory points and becomes the start player.

▲ If everyone loses, the monster tile is removed.
▲ Afterwards, conduct a visibility check.

6. GAME END: The game ends immediately when any of the following conditions are met:

● All 300 million point chips on the Performance Management Board are gone (20 chips).
● After a performance check following the removal of mining tiles from the two yellow-framed squares in the top right of the map.
● There are no mining tiles left to mine.

Victory Point Calculation: Sum up the following victory points:

● Victory point chips
● Defeated monster tiles (points in the bottom right)
● Owned gadgets (200 million points per piece). Bonus points for same-color gadgets (2 of the same color: 100 million points, 3 of the same color: 200 million, 4 of the same color: 300 million)
● 100 million points for every 2 crystal tokens of the same color
● Minus 100 million points for each unplaced Large Drill

In case of a tie, the winner is determined by the total victory point chips > number of gadgets > number of monsters. If it's still a tie, the victory is shared.

ADVANCED RULES: Players who "discard a card due to an accident" or "are defeated by a monster" gain one "Red Tear."

A player who accumulates "Red Tears" equal to the number of players suffers serious injuries and is eliminated from the game.

If there is only one player left, that player wins the game.